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Thank you for choosing us for your recent purchase of the new Model 2000 stringy floppy by A&J Micro Drive. We're quite sure once you've used this high quality product you'll be as pleased as we are with them.

This letter contains some additional information that will spare you some quess work and its frustrations. So please, read the manual which came with the unit and this letter carefully, before using the Model 2000.

1. DO NOT plug in your drive interface (or any other hardware interface for that matter) with the power on. Always make sure that the power is OFF to the computer and/or peripheral you are interfacing.

2. There are a few peculiarities when using the microdrives that you'll soon get used to, for example:

a. When loading a program from a wafer, you'll not see any search or loading pattern on the screen. Rest assured that if the drives right side light is on it is searching and when it finds the program it will load.

b. You can not load a program with open quotes. If you have saved a program in lower case letters then you must load using lower case. Same holds true for UPPER CASE titles of programs. If you do not load the program title as it appears on the tape the microdrive will search forever making continual loop. To stop the drive from searching you will have to break, using CAPS SHIFT & BREAK KEY and then try again. We suggest that you always title and save your programs in lower case letters because your computer is in lower case when first turned on.

c. All files are saved sequentially on the formatted wafer tape. If you plan on editing or writing programs and saving them on micro wafers put them on their own wafer. The reason for this is because there is a possibility of overwriting onto another program stored on the same tape and thus destroying the program directly following the one you just edited. This may only be a problem when you increase the number of bytes used by the program, lengthening that section of tape required to re-save the program. This will not be a problem with any programs that you do not intend to change. We recommend that you always store your data on a separate tape, unless you're sure of the maximum amount of required storage you'll need.

This page contains information that you will need to know in order to save programs onto wafer tapes. It will allow you to take excellent programs such as Pro/File 2068, Tasword II, Multi-Draw 2068, Screen Calc, and many others and put them on wafer.

We wish to thank Gary Ennis and Sincus User's Group for allowing us to pass this listing along to you. You may wish to type it in and use it to find out information you will need to put other programs onto wafer. The name of the program is "HEADER". You will desire to save this program onto wafer, so, after you have entered and checked it. put a 10' wafer into your drive and type SAVE "@1,+" to format the wafer. Then, type SAVE "@header" LINE 1 and press ENTER.

```
  1 REM ****PROGRAM COMPLEMENTS
 THE 2K SINCUS USERS GROUP
  2 REM **********************
  5 BORDER 7: INK 7: PAPER 1: C
LS : CLS
 10 CLEAR 32767
 20 FOR j=32768 TO 32794: READ
k: POKE j,k: NEXT j
 30 DATA 243,62,128,211,255,62,
1,211,244,62,0,221,33,32,128,55
,205,252,0,62,0,211,255,211,244
,251,201
 40 LET P=PEEK 32800
100 CLS
110 PRINT AT 10,5;"Program Head
er Display"
115 PRINT ''
120 PRINT AT 12,0; FLASH 1;"Sta
rt the tape"; FLASH 0;" and ";
FLASH 1;"PRESS ANY KEY"
130 IF INKEY$="" THEN  GO TO 13
0
140 CLS
150 RANDOMIZE USR 32768: POKE 2
3692,2
160 IF PEEK 32800=0 THEN  PRINT
 "PROGRAM :";
163 IF PEEK 32800=1 THEN  PRINT
 "NUMBER ARRAY :";
166 IF PEEK 32800=2 THEN  PRINT
 "CHARACTER ARRAY :";
168 IF PEEK 32800=3 THEN  PRINT
 "BYTES :";
170 LET M=0: PRINT """";
180 FOR J=32810 TO 32801 STEP -
1
190 IF PEEK J<>32 THEN  IF M=0
THEN  LET M=J
200 NEXT J
210 FOR J=32801 TO M: PRINT CHR
$ PEEK J;: NEXT J
220 PRINT """"
230 IF PEEK 32800=0 THEN  IF PE
EK 32813+256*PEEK 32814<9999 TH
EN  PRINT "AUTO START LINE # :"
;PEEK 32813+256*PEEK 32814;
240 IF PEEK 32800=1 THEN  PRINT
 " ";CHR$ (PEEK 32814-64);"(";(
PEEK 32811+256*PEEK 32812-3)/5;
")";
250 IF PEEK 32800=3 THEN  PRINT
 " ";PEEK 32813+256*PEEK 32814;
",";PEEK 32811+256*PEEK 32812;
255 IF PEEK 32800=2 THEN  PRINT
 " ";CHR$ (PEEK 32814-128);"$("
;PEEK 32811+256*PEEK 32812-3;")
";
260 PAUSE 150: PRINT ""
265 PRINT '''
270 GO TO 150
9999 SAVE "HEADER"
```

When this program is loaded into your computer, and running, you will be able to put the program that you wish to put onto wafer into your cassette player and extract the information you'll need to perform the modifications. Whenever you wish to use this program simply put your header wafer (you did mark it I hope) into the drive, and type LOAD "@header", it will auto-run.

Next type INK 9 and press ENTER, press ENTER again, type CLS and press ENTER, then type LIST 9998 [ENTER]. Edit and change this line to read:

```
9998 PRINT AT 19,4; INK 7; " ENTER
 A NAME FOR THIS FILE": INPUT F$
: IF f$="" OR LEN f$>7 THEN GO
TO 9998: LET f$="@1,"+f$
```

NOTE: We changed this line because it has reference to f$ and after studying the program listing, we found that there were references to SAVING AND LOADING ROUTINES using f$, and we know by know that only a maximum of 7 letters (not 10) are allowed when using the A&J Model 2000.

Next, LIST 107 [ENTER]. We are listing line 107 because it contains a SAVE routine. Of course it won't always be these same lines in other programs. The word scroll? will appear at the bottom of the screen, press the N key then edit and change this line to read:

```
 107 IF x$="SAVE" THEN PRINT FLA
SH 1;"INSERT DATA WAFER THEN PRE
SS ANY KEY": PAUSE 0: LET F$=
=="@1,"+F$ AND F$( TO 3)<> "@1
,": SAVE f$ LINE 1: GO TO 1
```

ERROR REPORT VARIABLE NOT FOUND
2 107:3

9. Now list line 5510 and change it to read:

```
5510 PRINT AT 16,1; PAPER 5; INK
 0;"WHAT FILE NAME DO YOU WISH
"; AT 17,1;"LOAD (MAX. 7 LET
TERS";: INPUT F$: LET F$="@"+F$:
PRINT F$: LOAD F$: GO TO 1
```

10. Last, type: SAVE "@3,profile" LINE 9996 [ENTER]

Congratulations, you now have what may be one of the hardest type programs to learn to put onto microwafer completed!

The next important step is to put your data that you may now have spent many hours on and it's on cassette, and you'll want to put that on wafer. So lets go to it.

a. FORMAT A 35' WAFER, then load up you data wafer using LOAD "". When the data is loaded, SHUT OFF THE CASSETTE PLAYER then use the SAVE from the main menu, give the file a name (it really doesn't matter right now what the name is) and press enter to start saving the data - BUT DO NOT START THE RECORDER. When the blue and yellow lines begin to appear, press CAPS SHIFT and BREAK AT THE SAME TIME, then type INK 9 [ENTER] [ENTER]. Now as you did before, change lines 107, 5510, and 9998 for the last time. When done, type SAVE "@1,files" LINE 1 and press ENTER. IMPORTANT: change the word files ^ to your file name (7 letters).

b. You should now mark your main program wafer, break off the tab for safety's sake once you've tested it, then mark your data wafer with the name of your profile files. THAT'S ALL FOLKS.

2. Run the header program and put the PRO/FILE cassette into the player and press play on the cassette player and ENTER on the computer. The following will appear on your screen.

PROGRAM: "pro/file"
AUTO START LINE #: 1

BYTES: "p/f"

PROGRAM: "pro/file"
AUTO START LINE #: 9996

3. Playing the tape all the way through shows only that there are more of the same on the tape.

4. It's not unusual for two basic programs and one or two chunks of code to make up a program.

Armed with this information we know that there is first a short BASIC program at the befinning of the tape, so we'll now shut off the computer and turn it back on and take a look at this short program. Since it "auto-runs" and we do not want it to we will use MERGE "" instead of LOAD "". This way we can LIST the program to look at it. Rewind the PRO/FILE cassette and MERGE "" and press play on the recorder. STOP THE CASSETTE PLAYER AS SOON AS YOU GET O OK, 0;1 on the screen. Press ENTER and you will see this short program on your screen.

5. Now look over the program and find any references to either SAVE or LOAD. These are the only lines, normally that you will need to change slightly to make PROFILE (or your choosen program) work on the Model 2000. See the LOAD "p/f" CODE 63488,2046 in line 40? It will have to be changed to read LOAD "@p/f" CODE 63488,2046. REMEMBER THIS PERTAINS TO OUR EXAMPLE PROGRAM PROFILE. Also, notice line 50 LOAD "pro/file", change this to read 50 LOAD "@profile". By adding the @ symbol, and deleting the / mark your program title now contains 7 characters, the maximum amount that may be used on the SOS system when titling a program for wafer storage. Refer to your manual page 6 for more information on filenames. Now insert a formatted 35' wafer tape into the Model 2000 and type SAVE "@1,pr/file" LINE 1. Recall that the auto start line number for this was 1 in paragraph 2 above. Press ENTER and the 1st part of your program is now being saved onto wafer.

6. Turn off your computer for a few seconds, then back on and type LOAD "" CODE and press ENTER. Rewind the Profile cassette tape slightly and press play on the recorder. When OK appears at the bottom of the screen, stop the tape and rewind it slightly again. Type SAVE "@2,p/f" CODE 63488,2046 and ENTER. The machine code will now be saved onto wafer. When the red light on the right goes off, you are ready for the final part of the program.

7. Turn off the computer again for a few seconds, then back on and type MERGE "" and press play on the recorder. After the program has loaded, it may take a few seconds before you get any response from the computer - so wait, you'll get an out of memory error (most likely) but don't be concerned about this, the program is completely in the machine.